

**ABSTRACT**

Nozzle scheduling algorithms that provide a unified approach to designing nozzle firing algorithms that incorporate a variety of specifiable nozzle-firing constraints such as print head (nozzle) geometry, nozzle spacing, number of nozzles, head movement (number of passes), ink-media interaction, etc. Such constraints are provided as design rules for a given printer/output medium, and the result is an appropriate nozzle firing algorithm. The design algorithms may be used to generate nozzle firing sequences in a halftone-dependent or halftone-independent manner.